
CHAPTER 3: GUIDELINES FOR DESIGNING IN THE HISTORIC STYLE OF BILTMORE VILLAGE

DOCUMENTATION	8
ORIENTATION	8
FORM AND SCALE	9
MATERIALS	9
ORNAMENT AND DETAIL	10
ENTRANCES	10
WINDOWS	11

CHAPTER 3: GUIDELINES FOR DESIGNING IN THE HISTORIC STYLE OF BILTMORE VILLAGE

**FOR PROJECTS THAT WILL BE BUILT
IN A STYLE THAT WAS USED
ORIGINALLY IN THE VILLAGE,
THESE GUIDELINES APPLY:**

Policy:

Building in the style or manner of Hunt and Smith within the historic core is encouraged. A range of flexibility within the vocabulary of these styles is appropriate so long as the result is similar in character to those designed historically.

Although the overall character for the entire Village was established early in its history and many buildings were designed and a number were built, vacant sites remained where later development was anticipated. The style for development was, however, clearly established by the earlier constructions. Even though specific designs for many sites were not developed or do not survive, it is clear that the intent was to build out the Village in a consistent style. As a result, development of new buildings in the historic styles can help to complete the original master plan for the Village.



Building in the historic style of the Village allows projects that combine elements from the established design palette in new ways that are similar, but not identical to, original designs.

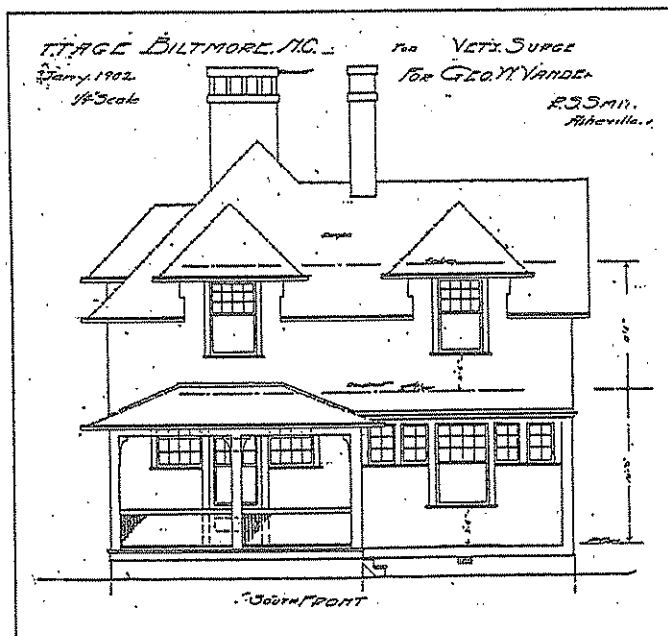
DOCUMENTATION

8. WHEN DEVELOPING DESIGNS IN THE HISTORIC STYLES, REFER TO HISTORIC DOCUMENTATION OF OTHER BUILDINGS IN THE DISTRICT TO IDENTIFY ELEMENTS THAT MAY BE USED.

- Moderate flexibility in interpreting this historic design vocabulary is appropriate as long as the resulting design is in keeping with the original character of the Village.

9. IDENTIFY THE CONSTRUCTION DATE OF THE NEW BUILDING WITH A MARKER ATTACHED TO THE EXTERIOR.

- This will assist visitors in interpreting the history and development of the Village.



Guideline 8. These windows designed for the Veterinary surgeon could be suited for other professional and commercial buildings where more glass area is needed.

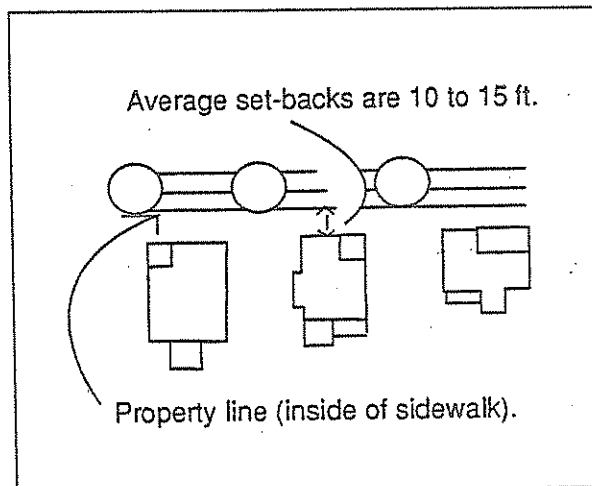
ORIENTATION

10. ALIGN THE BUILDING WITH THE HISTORIC SET-BACKS OF THE SUB-AREA.

- Most set-backs in the Cottage Area were: 10 feet
- Most set-backs in the Commercial Core Area were: 0 feet.
- Most set-backs in the Multi-use Area were: 10 feet (from the inside sidewalk line).

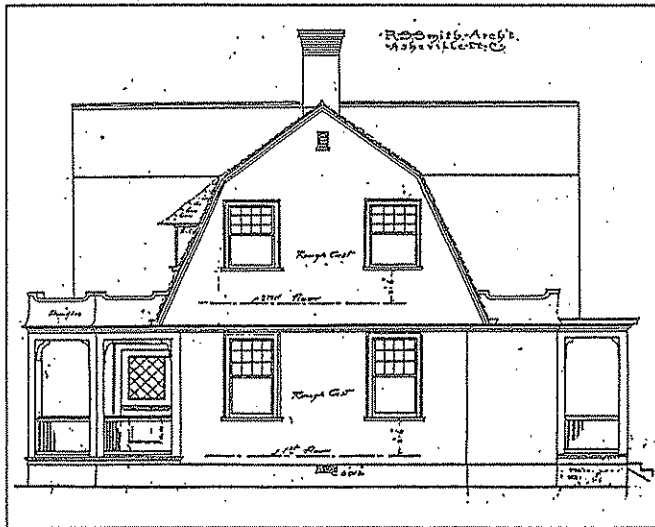
11. ORIENT BUILDINGS WITH THE MAIN ENTRANCE FACING THE STREET.

- See also, Guidelines for Site Design, Book 1.



Guideline 10. Uniform setbacks and even spacing of buildings are distinct characteristics of the Village that are to be respected.

FORM AND SCALE



Guidelines 14 & 15. This Smith cottage design includes porches, dormers and various roof forms representative of the Village. Note that the flat roofs of the porches are screened by parapets.

13. NEW BUILDINGS SHOULD APPEAR SIMILAR IN MASS AND SCALE WITH HISTORIC STRUCTURES TYPICAL OF THE SUB-AREA.

- Primary facades should not exceed 30 feet in height.

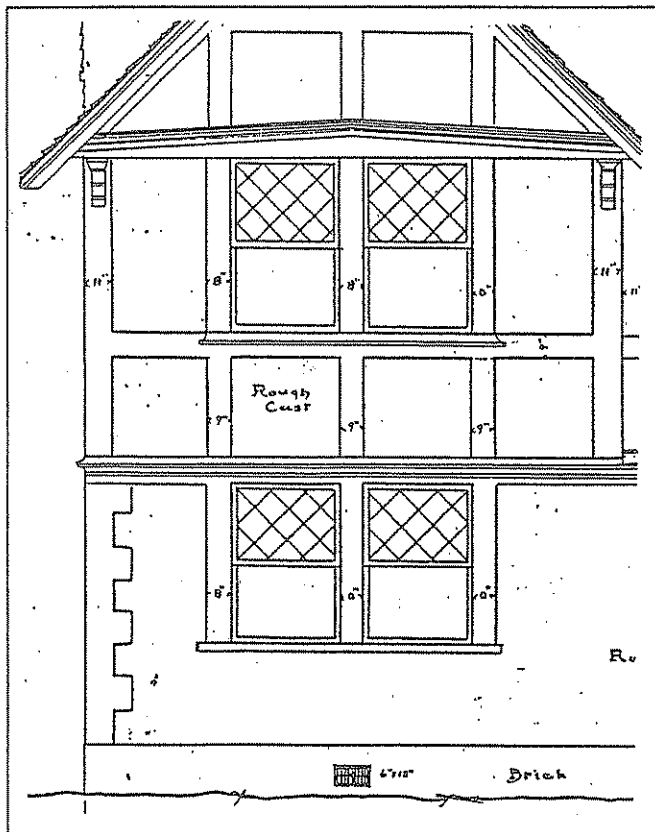
14. USE BUILDING FORMS THAT MATCH THOSE USED HISTORICALLY.

- For Cottage-type structures a basic rectangular form was often modulated with extensions, wings, and porches, such that the form appeared moderately complex, and "residential" in character.

15. USE ROOF FORMS THAT MATCH THOSE USED HISTORICALLY IN THE SUB-AREA.

- Dominant roof shapes for Cottages should be gabled. Hipped and gambrel roofs are also appropriate.
- With Cottage-type structures, use dormers to add interest to the roof line.
- Areas with flat roofs should not exceed 25% of the primary facade, and should be screened with a parapet.

MATERIALS



Guideline 16. Rough cast work is specified on this Smith drawing for Cottage No. 20. Foundations were often brick.

16. USE BUILDING MATERIALS THAT ARE SIMILAR TO THOSE USED HISTORICALLY FOR ALL MAJOR SURFACES.

- Stucco in a "Pebbledash" or "Rough Cast" finish was the dominate building material for cottages. (See Appendix A for specifications for "Rough Cast" stucco.)
- Materials for roofs should be red asphalt or clay tile shingles.
- New materials may be used if the appearances are similar to those of the historic building materials. For example, substitute stucco products may be used if they can be configured to represent the texture of pebbledash.

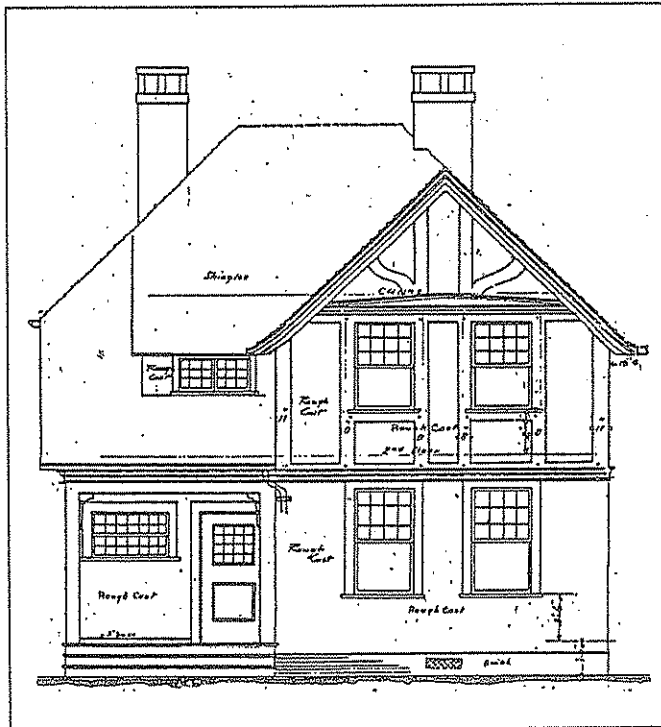
ORNAMENT AND TRIM

17. ORNAMENT AND TRIM SHOULD BE APPLIED IN A MANNER SIMILAR TO THAT USED ORIGINALLY.

- Use flat-wood strap-work on Cottage type structures.
- Use contrasting masonry for accent on Commercial Core structures.

18. WHEN CONSTRUCTING WOOD TRIM AND FRAMES, MATCH THE HISTORIC DIMENSIONS.

- Window frames, sash, and muntins should be similar in scale to original designs.
- All wood trim should have a painted finish.
- Rough-sawn or unpainted wood is inappropriate.



Guideline 17. Use flat wood strap-work to enframe window openings and decorate gable ends.

ENTRANCES

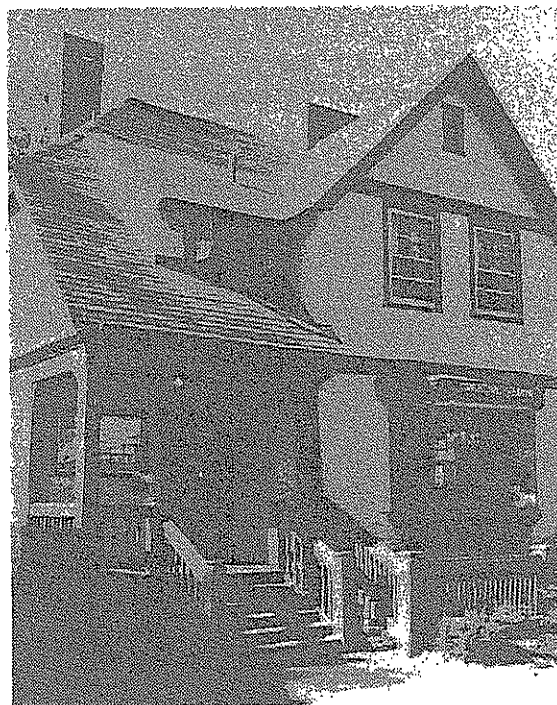
19. IN THE COTTAGE AND MULTI-USE AREAS, DEFINE MAJOR ENTRANCES WITH PORCHES.

20. IN THE VILLAGE CORE, DEFINE ENTRANCES BY RECESSING THEM FROM THE PRIMARY FACADE.

- Provide awnings or canopies.

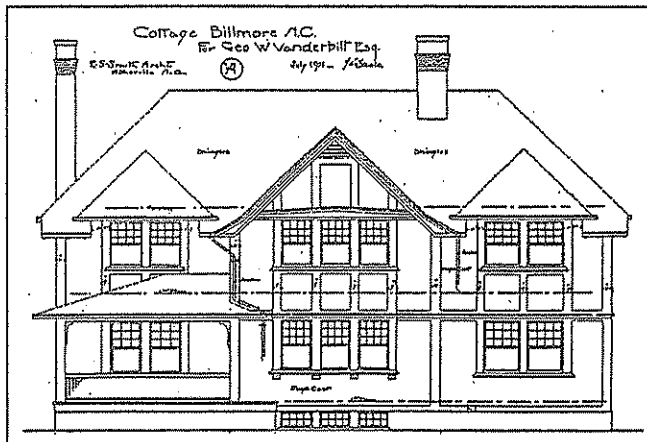
21. DOOR FRAMES SHALL HAVE A PAINTED OR ANODIZED FINISH.

- Unpainted wood or shiny metal are inappropriate in the Village.



Guideline 19. In the cottage and multi-use areas, define major entrances with porches.

WINDOWS



Guideline 22. Use window sizes and proportions identical to historic designs.

22. USE WINDOW SIZES AND PROPORTIONS IDENTICAL TO HISTORIC DESIGNS.

- Window frames, sash, and muntins should be similar in scale to original designs.
- Wood sash is encouraged.
- To create larger surfaces of glass, consider combining several standard windows in a row.
- Standard window dimensions were: 2 feet-9 inches x 5 feet-0 inches.

IN ADDITION TO THE GUIDELINES LISTED ABOVE, ALSO SEE BOOK ONE FOR THESE TOPICS:

- Site Design (including landscaping)
- Signs
- Illumination (of buildings and sites)